

One	
time	int
ground	ParallaxBackground
r	PlayerSpaceship
Listener	PlayerInputListener
collectible	Collectible
ographer	LevelChoreographer
lthud	DefaultOverlay
One()	
laga, World()	void
te(float)	void
se()	void

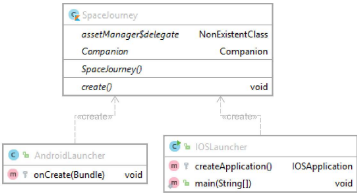
1	Levels
SPACE	
EARTH	
BOSS_SPACE	
id	int
level	Level
Levels(int, Level)	
getId()	int
getLevel()	Level
getFromId(int)	Levels

int	
int	
olean	
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int	
olean	

ScheduledEvent	
scheduled_time	float
event	ChoreographEvent
ScheduledEvent(float, ChoreographEvent)	
getScheduled_time()	float
getEvent()	ChoreographEvent
component1()	float
component2()	ChoreographEvent
copy(float, ChoreographEvent)	ScheduledEvent
toString()	String
hashCode()	int
equals(Object)	boolean

ZIndex	
PARALLAX_BACKGROUND_LAYER3	int
PARALLAX_BACKGROUND_LAYER2	int
PARALLAX_BACKGROUND_LAYER1	int
BACKGROUND	int
ENTITY	int
PLAYER	int
PROJECTILES	int
ENEMY	int
GUI	int
COLLECTIBLE	int
ZIndex()	

BodyBuilder	
bodyDef	BodyDef
fixtureDef	FixtureDef
userData	Object
BodyBuilder()	
setBodyType(BodyType)	BodyBuilder
setBodyPosition(Vector2)	BodyBuilder
setBodyShape(Shape)	BodyBuilder
setIsSensor(boolean)	BodyBuilder
setUserData(Object)	BodyBuilder
build(World)	Body



Constants	
PIX_PER_M	float
VIRTUAL_WIDTH	float
VIRTUAL_HEIGHT	float

DesktopLauncher	
DesktopLauncher()	
main(String[])	void

HUDElement	
HUDElement()	

ScoreKeeper	
ScoreKeeper()	